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RHET 1302.005

Rough Draft

Nathan has a very unique role in Ex Machina. He is clearly brilliant, but in the end he seems like the villain of the story.

The director Ex Machina shoots the film much like a play, in the sense that the production breaks down into separate sessions. Throughout the course of the story, Nathan reveals his true nature by his motives and choices. Caleb, one of his employees, wins a competition to spend a week at Nathan’s private estate. The following scenes show Nathan’s character.

Manipulative

The movies starts with Caleb sitting at his desk, he receives a text saying he won an award. The award involves a week long retreat to this huge technological compound, owned by the CEO of the company where Caleb works. After much commotion and development, Caleb takes a helicopter to Nathan’s estate. As the plot develops we learn that Nathan selected Caleb, rather than him winning a competition. This breach of trust is the beginning of who Nathan really is.

Using as means to an end

In ethics, there is a specific theory known as Kantianism. This theory basically states that ethical people don’t use each other as means to an end. Instead, they treat each other kindly and as a means themselves. Nathan has a pattern of proving a mechanical being can think, which is as close to simulating humanity as we can get, and then he tears the robot apart. He uses the robot until there is nothing left for him to learn and then he throws it away. By Kantianism, if the robot is indeed self-aware, these actions are un-ethical. There are other instances of him and Koyoko, his robot assistant, having intimate relations. This is also strange elude to how lonely he really is.

Unlikeable

Nathan presents himself as a challenging person. He has ulterior motives and is rarely truthful with Caleb. For these reasons it is difficult for his robots and even for Caleb to befriend him. In the end, to add irony, his creations end up stabbing him in the back quite literally.